

FIG. 1

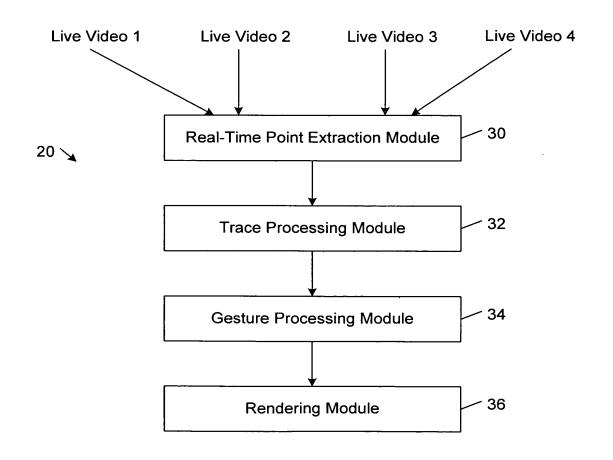


FIG. 2

Title: Systems And Methods Of Interfacing With A Machine

2/10

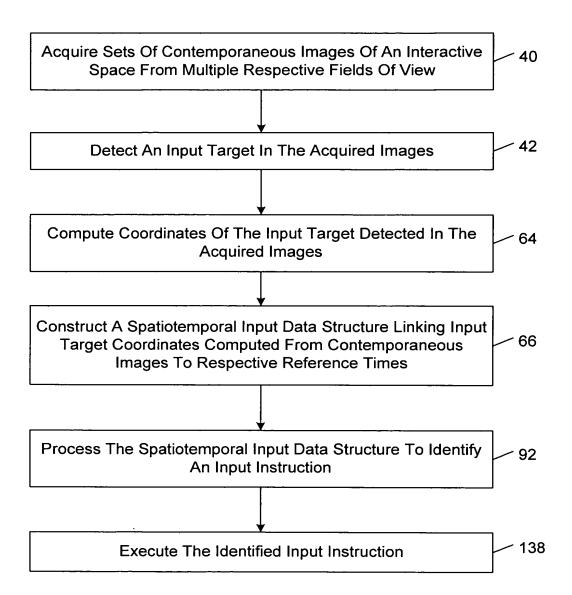


FIG. 3

3/10

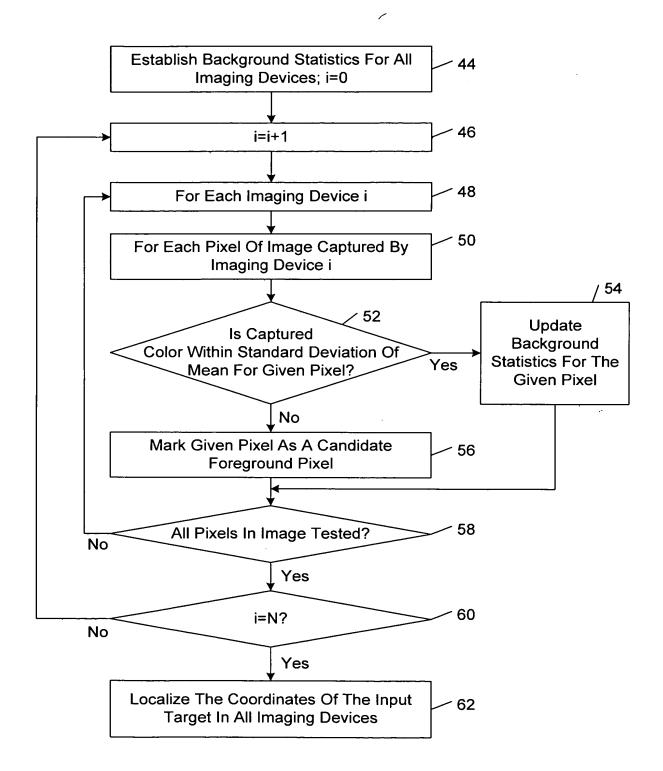


FIG. 4

Title: Systems And Methods Of Interfacing With A Machine

## 4/10

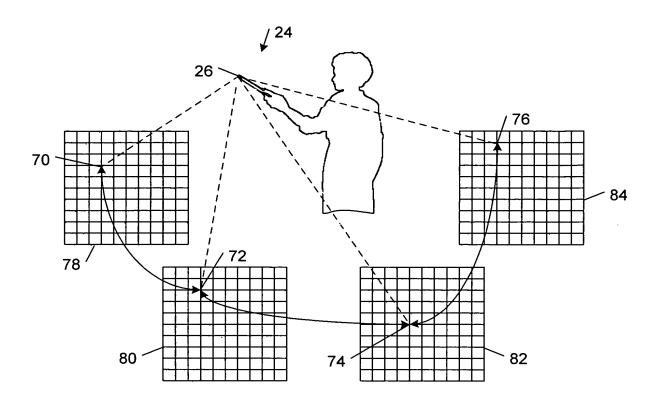
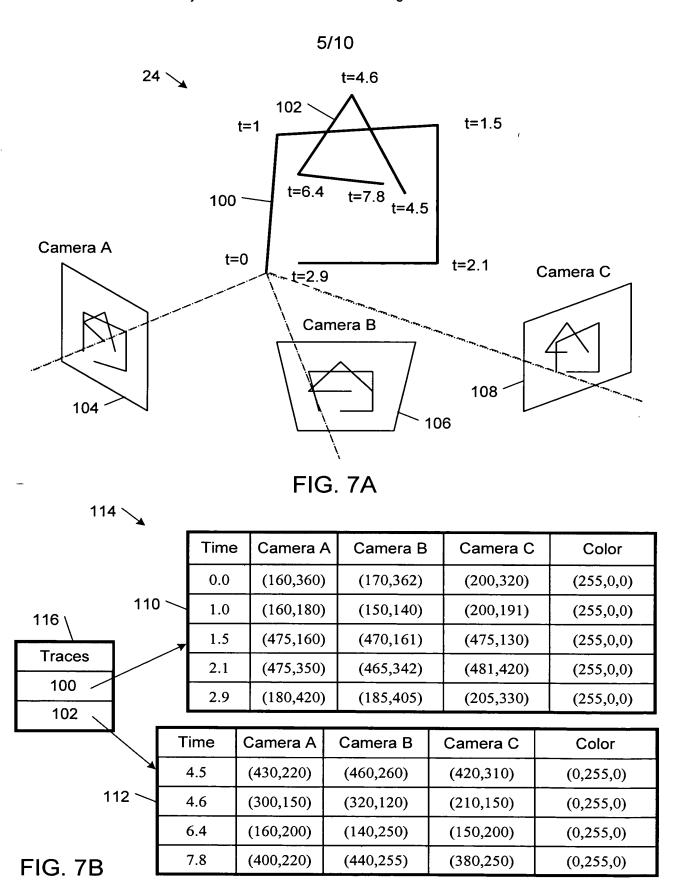


FIG. 5

90 📐

Time	Camera A	Camera B	 Camera N	3-D point (opt'l)	Color
t <sub>c1</sub>	$(u_{a,c1},v_{a,c1})$	$(\mathbf{u}_{b,cl},\mathbf{v}_{b,cl})$	 $(\mathbf{u}_{\mathbf{k},\mathrm{c}\mathbf{l}},\mathbf{v}_{\mathrm{N},\mathrm{c}\mathbf{l}})$	$(X_{c1},Y_{c1},Z_{c1})$	$(r_{c1}, g_{c1}, b_{c1})$
t <sub>c1+1</sub>	$(u_{a,c1+1},v_{a,c1+1})$	$(u_{b,c1+1},v_{b,c1+1})$	 $(u_{k,c1+1},v_{N,c1+1})$	$(X_{cl+1}, Y_{cl+1}, Z_{cl+1})$	$(r_{c1+1},g_{c1+1},b_{c1+1})$
		•••	 •••		•••
t <sub>c1+p1</sub>	$(u_{a,c1+p1},v_{a,c1+p1})$	$(u_{b,c1+p1},v_{b,c1+p1})$	 $(u_{k,c1+p1},v_{N,c1+p1})$	$(X_{cl+pl}, Y_{cl+pl}, Z_{cl+pl})$	$(r_{c1+p1},g_{c1+p1},b_{c1+p1})$

FIG. 6



Title: Systems And Methods Of Interfacing With A Machine

6/10

## Scene

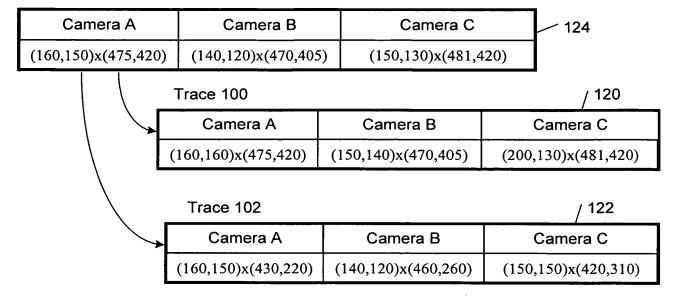


FIG. 8

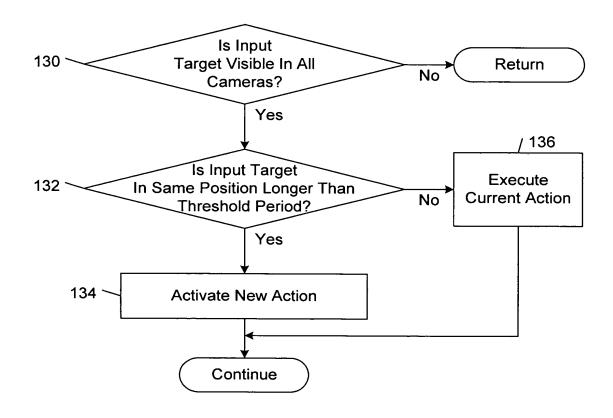


FIG. 9

Title: Systems And Methods Of Interfacing With A Machine

## 7/10

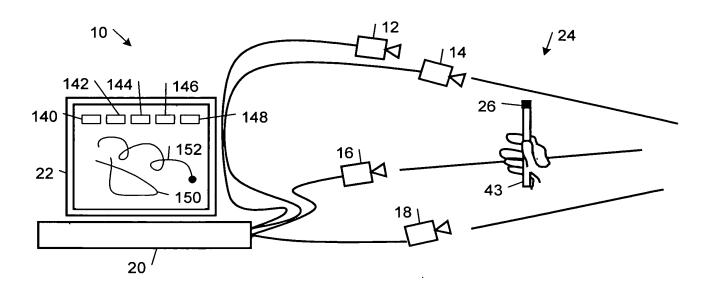


FIG. 10A

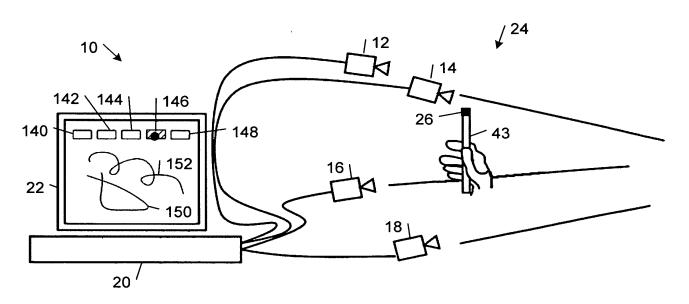


FIG. 10B

8/10

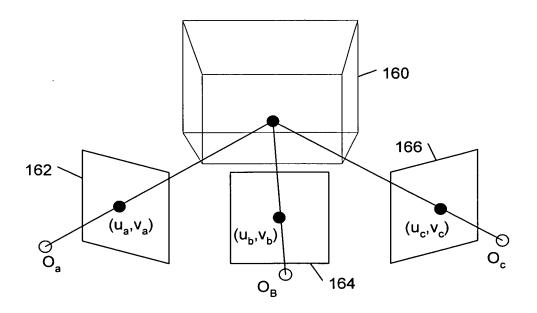


FIG. 11

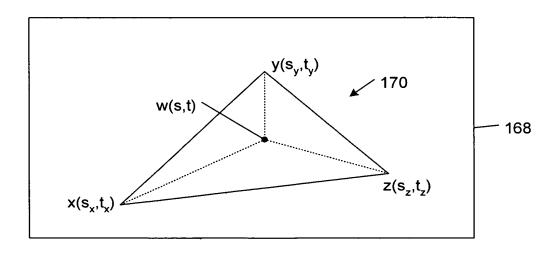


FIG. 12

Title: Systems And Methods Of Interfacing With A Machine

## 9/10

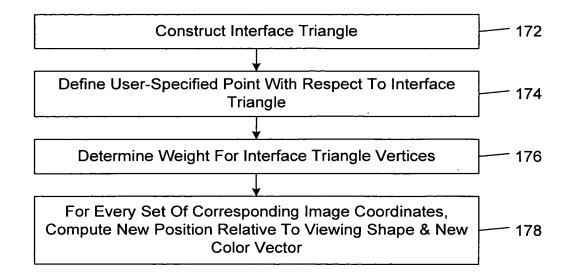


FIG. 13

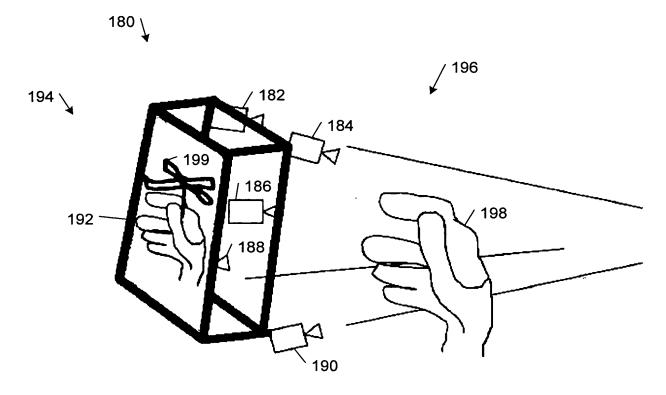


FIG. 14

